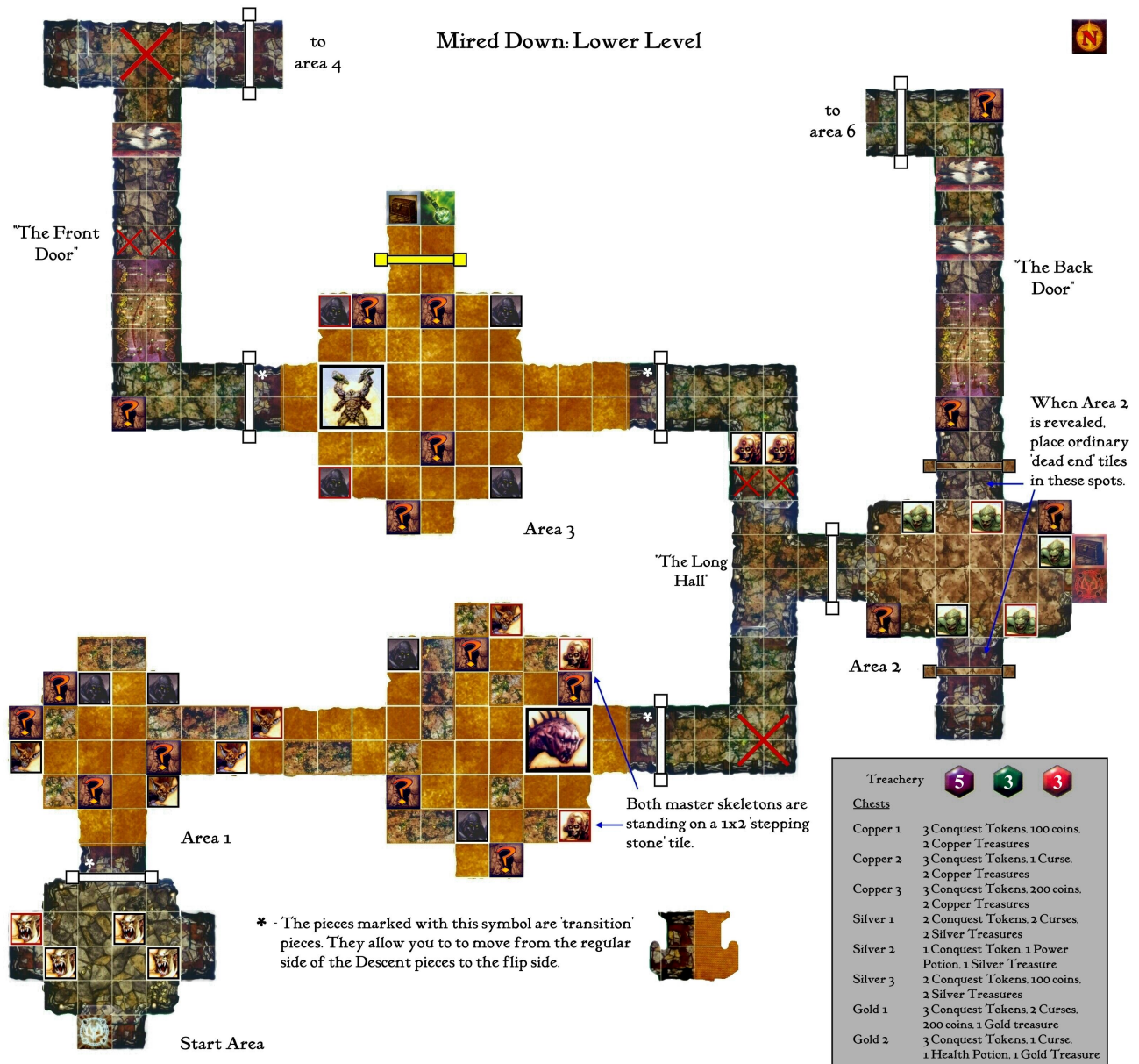
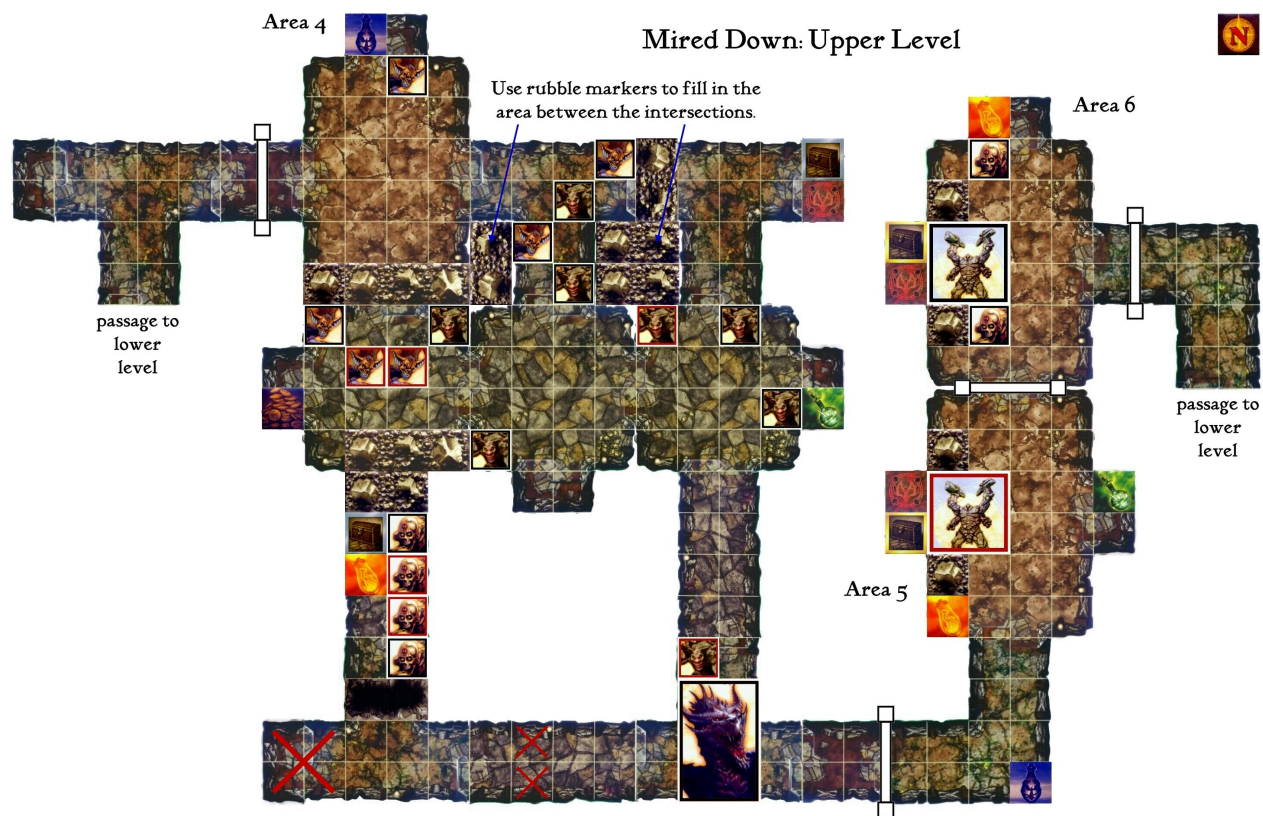




Mired Down

In this quest, the heroes must journey into a muck-filled lair in order to prevent a band of kobolds from unleashing their 'secret weapon' on a nearby village.



Introduction

As your party comes over the rise of a hill you find a group of villagers surrounding something on the ground. You aren't surprised because you heard the crowd long before you saw them. You approach one of the villagers to ask what is going on.

“Kobolds came right into town last night, and started stealing whatever they could get their grimy claws on. We caught this one 'cause he hurt his leg jumping down from a roof. Now we're going to teach him a lesson.”

“Maybe I can help.” Drawing your sword, you step forward towards the defiant little beast.

“Don't kill it! We want to have some more fun!”

“I don't know if you can understand me, but I can grant you a quicker death than what these folk are willing to give you. Where were you running back to?”

“Stupid big 'uns. Won't matter no more, 'cause you all be dead soon. She is ready.”

“She?”

“Drol found 'er and kept 'er. Now she's ready. Gonna burn all you big 'uns. Gonna burn you all!” With the last, he leaps at you.

The crowd lets out a wail of despair as the kobold's body and head make two distinct thumps when they hit the ground.

You turn to the crowd and ask, “Anyone know where these guys are coming from?” And you thought it was going to be a quiet day.

Mud

The back side of the Descent tiles represent large areas of mud. Heroes must use the rules for moving through normal mud tiles when moving through these areas.

Stepping Stones

Stepping stones are areas of the dungeon that represent solid ground in the mud-filled areas. Heroes and monsters can move through these tiles as if they were on normal terrain.

Concealed Doors

Concealed doors are doors which require the heroes to open them by finding a hidden switch.

Mire Zombies

Mire zombies are the remains of victims who have died in the mire. The mud has preserved their tissues but not their sanity. Mire zombies seek to drag their victims down into the muck with them by using their ***Mire*** ability.

Mire: Mire attacks which inflict at least one damage on the target cause a mud token to be placed on the target. Victim must roll a power die for each mud token next turn: Discard a mud token for each , then victim loses a fatigue for each remaining mud token. If a hero has no more fatigue, the fatigue loss does not cause a wound, but prevents the hero from attacking.

Traps

The mud that has flooded areas of the dungeon has created problems for certain types of traps. First, the weight of the mud has triggered all pressure

sensitive switches. This has released crushing blocks and fouled the mechanisms of the scything blades and dart fields. These cards cannot be played on the reversed Descent tiles. Likewise, the boulder cannot roll through a reversed tile. Second, the volume of mud has created a unique situation with pits. The mud that triggered the pit to open has also filled the pit with mud. This has created a death trap for the hero unwary enough to step into one. Pit traps do not inflict any damage. When a pit is played the hero has the normal chance for evading it, if they don't, their turn ends as they start to sink into the pit. If they are not rescued by the end of the hero's next turn, the trapped hero will suffocate and die. Other heroes may drag the victim from the pit by moving to an adjacent square and spending two movement points to pull him to safety. Place the rescued hero in a square adjacent to the rescuer.

Quest Goals

Your goal is to enter the kobold lair, find their 'secret weapon', and neutralize it. If, on the way, you manage to activate some ancient glyphs of transport, so much the better. You begin the game with ten conquest tokens. If you ever run out of conquest tokens, the kobold's weapon will surely destroy the neighboring village. Good luck.

Area Descriptions

These descriptions should be read as the appropriate areas are revealed by the heroes.

Start Area

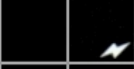
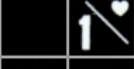
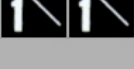
You enter the cave to the kobold lair marked 'Entrance' on the map and are surprised to find a small group of beastmen camped there. From the look of their camp, it seems that the kobolds have not been through here in a while.

Area 1

As you open the door, a damp, stagnant smell greets you. The floor of this area is covered in a thick layer of mud which hides who knows what. There is a pathway, of sorts, which circles the room and extends down the hallway to your right.

The naga in the larger room will not enter the hallway or the smaller room. She treats the mud surface as if it were normal terrain for movement purposes.

The encounter markers represent areas of the mud that the heroes may search. To do so, roll two power dice and consult the table below. A hero may add one, and only one, power die to his search roll by spending one fatigue. In this case, the hero rolls three power dice and discards the die of their choice. Searching a mud square costs one action. Once a square is searched, remove the encounter marker.

Power Dice	Search Result
	Copper Chest/Rune Key
	Glyph - reveal a glyph of transport
	Item - draw a copper treasure item
	Potion - receive a random potion
	Disturbed Dead
	Nothing

Copper Chest/Rune Key – the first time this result is rolled, place a copper chest on the searched square. If the heroes roll this result a second time in the same room, give them the yellow rune key. Only one chest will be found per room. Once all of the chests and key are found, this result yields nothing.

If the heroes find the yellow rune key.

You wipe away the layer of grime and filth on your prize. You have found an ornate, golden key. Whatever it unlocks must be important.

Glyph – when this result is rolled, place an unactivated glyph on the searched square. Only one glyph may be found per room. If more searches result in this roll, the heroes find nothing. Runewitch Astarra's ability does not activate these buried glyphs.

If the heroes activate the glyph.

As the glyph activates, its mystical energies cause the remaining mire and muck to burn away, leaving it bright and renewed.

Item – when this result is rolled, the hero doing the searching receives one copper treasure. Ignore any card which says 'draw again'.

Potion – when this result is rolled, the hero doing the searching has discovered a random potion. Roll a power die. A 'blank' result is a power potion, a 'surge' result is a healing potion, and an 'enhancement' result is a vitality potion.

Disturbed Dead – when this result is rolled, the hero has disturbed the resting place of a fallen hero. Have the hero move their figure to any square adjacent to the one they were searching and place a **Mire Zombie** in the searched square. The zombie may attack immediately.

Nothing – the hero who rolls this result finds nothing.

“The Long Hall”

Two skeletal archers raise their bows as you turn the corner of this hallway. There is a door about halfway up the hall on the right hand side.

The smaller red X's on the hallway represent a tripwire. If the tripwire is triggered, a boulder will be released at the large red X position. The boulder begins to roll on the overlord's turn. Heroes may move over the tripwire, not trigger it, and still be unaware of the wire. The overlord rolls a number of power dice equal to the hero's **Ranged** trait plus one. If you roll a 'surge' on any die, they avoid triggering the tripwire but don't detect it. If you roll a 'blank' on any die, they detect the tripwire and all heroes who subsequently pass through the space will be able to avoid it automatically. A hero who runs through, or makes an attack in, a space containing a tripwire will set it off automatically. A hero may occupy the same space as a tripwire and not trigger it. Moving out of, or through, a tripwire space forces the check listed above. The skeletons will not move beyond the small red X's.

Area 2

A group of muddied and bloodied ferrox eye you hungrily as you enter the room. They immediately attack.

Do not place corridor tiles for the northern and southern passages when this room is first revealed. Instead, place regular 'dead end' tiles. The encounter markers represent hidden wall switches which activate the appropriate door.

If a hero ends their turn on an encounter marker.

Something about this wall doesn't seem right. You can't seem to put your finger on it though.

Heroes may attempt to search the wall for the switch by using one of their actions and rolling a number of power dice equal to their **Magic** trait plus one. If they roll a 'blank' on any die, they manage to find the switch. Pushing the switch will open the door, pushing it again will close it. This is the only way these concealed doors will open or close. It costs one movement point to activate the door. A hero may attempt to prevent a concealed door from closing by rolling a number of power dice equal to their **Melee** trait plus one.

If they roll a 'blank' on any die, they manage to prevent the door from closing. If they don't, they are killed as the door grinds them into a paste.

If the heroes find the switch for the southern door.

With the grinding of stone on stone, a section of the southern passage rolls aside to reveal a short passageway and a hidden exit. This is how the kobolds have been getting into town.

If the heroes find the switch for the northern door.

With the grinding of stone on stone, a section of the northern passage rolls aside to reveal a passageway which slopes up and away from you. Looks like you have found the back door.

"The Back Door"

You raise your torches higher in order to get a better look at what lies in front of you. Open-mouthed faces line both walls for the first portion of the hall, while your torchlight flashes off of two pairs of deadly looking blades further along. A lever with five different positions is set in the wall to your left.

If a hero ends their turn on the southern encounter marker.

The lever is a greasy looking affair, about the size of an axe handle. There are five different notches the lever may occupy. It is currently set in the notch just above the bottom one.

The lever is one of two identical master switches for the traps in the hallway. The notch it is currently in disarms all the traps in the corridor. However, the second master switch (the second encounter marker) has been set by the returning kobolds to arm all of the traps in the corridor. The traps are armed or disarmed according to the last movement of a master switch, so

all of the traps are armed when the heroes first enter the hall. The switch moves easily through the different positions and a faint 'click' is heard each time it is set into a notch.

Lever Position		Result
	1.	open/close door
	2.	disarm darts
	3.	disarm blades
	4.	disarm all traps
	5.	arm all traps

If a hero ends their turn on the northern encounter marker.

This lever looks very much like the other one. It is currently set in the bottom notch.

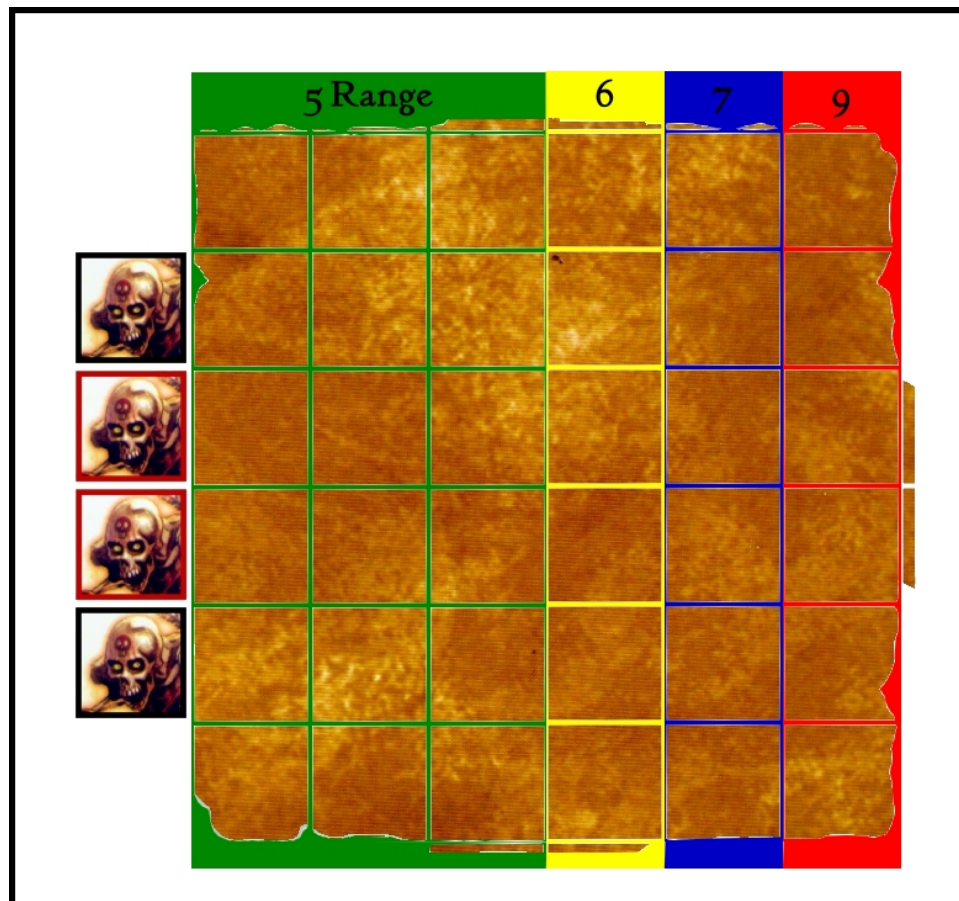
Area 3

The mud covered floor of this room is also covered with a layer of refuse and filth. It seems that the kobolds have been using this area as a midden heap. From the looks of it, it has been in use a very long time. Looking up, you can see a squad of skeletal archers on a ledge overlooking the pit. In fact, the whole top of this room looks as if it opens into a much larger cavern. There is a slouched figure directly across from you and what looks like a golden door to the north. The twang of bowstrings brings you back from your observations.

The slouched figure is Izzek, a **Mud Golem**. Izzek is unaffected by mud and treats it as if it were normal terrain. He has the **Mire** and **Mudskin** abilities. The heroes gain three conquest tokens for defeating Izzek.

Mudskin: Mudskin is a modified form of Ironskin. A figure with Mudskin is immune to Aura, Bleed, Burn, Pierce, Poison, and Sorcery. In addition, the figure is healed three points of damage at the end of its turn if it is in contact with mud or a mud tile.

The skeletons on the ledge are actually from area four, but they can see down into the pit and may attack the heroes. The ledge is the equivalent of four squares above the level of the heroes. The heroes and skeletons attack using the modified range table below. When the heroes are fighting in area three the kobolds will gather around the edge of the pit to watch and cheer on Izzek. They will throw garbage and rocks at the heroes, but nothing of any consequence. The kobolds cannot be hit by **Ranged** or **Magic** attacks.



“The Front Door”

Turning the corner of the hallway, you see that the floor rises steeply away from you. You can make out leering faces on the walls and, in the distance, a pair of gleaming blades. There is a switch on the wall to your left.

If a hero ends their turn on the encounter marker.

The lever is a greasy looking affair, about the size of an axe handle. There are five different notches the lever may occupy. It is currently set in the notch just above the bottom one.

This lever does nothing but make a faint clicking noise when moved from notch to notch.

The tripwire follows the same rules as outlined under “The Long Hall”.

Area 4

You have opened the door into a large cavern. You would be able to see from one end to another except for the fact that the kobolds seem to have prepared for company. Rubble blocks strategic areas and creates bottlenecks, forcing you to meet the kobolds on their terms.

If the heroes have defeated the skeletons already, they will not be present in this room. The tripwire follows the rules outlined under “The Long Hall”.

The dragon is Firewurm, an immature dragon which has been developing her Breath ability. It is now ready. She is the secret weapon the kobolds have been holding back from their raids. She is fanatically loyal to Dlor, her handler, and will enter a rage if he is killed. She will be able to attack twice per round, until she dies, if Dlor is killed. The heroes gain three conquest token for defeating Firewurm.

The master kobold in front of her is Dlor. He found Firewurm's egg and has tended to her since before she was born. Training a young dragon has given Dlor strengths beyond those of a normal kobold. The heroes gain one conquest token for defeating Dlor.

Area 5

A massive stone figure prevents you from reaching a golden chest behind it. As you approach, the figure creaks and moves!

The figure is Metthue, a master golem. He has all of the normal stats for a master golem. The heroes gain four conquest tokens for defeating Metthue.

Area 6

This room is lined, floor to ceiling, with bones. It seems the kobolds have been hoarding them for some purpose. As you gaze around, two small and one unusually large mound of bones stir, and stand up!

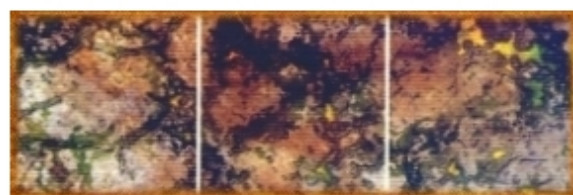
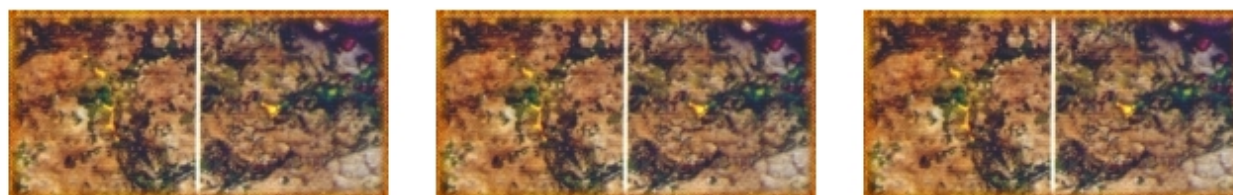
Once the skeletons are defeated, place an encounter marker in the squares where they were killed. The encounter markers represent usable bone piles for Summael.

The large figure is Summael, a **Bone Golem**. He has the **Boneskin** and **Bonemeld** abilities. The heroes gain three conquest tokens for defeating Summael.

Boneskin: Boneskin is a modified version of Ironskin. A figure with Boneskin is immune to Aura, Bleed, Burn, Pierce, Poison, and Sorcery.

Bonemeld: A figure with Bonemeld is able to use loose piles of bones to repair damage done to it. If the figure does not attack, it may move adjacent to an appropriate pile and use it to repair damage totalling the roll of two green dice.

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create enough pieces to use in this dungeon.



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